CLAIMS:

1. (Currently amended) A method for displaying object-based audiovisual/video data, comprising:

(a) ~~receiving~~ streaming in a data bit stream, over time, a plurality of audiovisual/video objects and composition information for the objects, to a receiver;

(b) at the receiver, storing in a cache memory at least one of the objects;

(c) processing the composition information received in the data bitstream to compose ~~composing~~ scenes from said objects including the one of the objects stored in the cache memory; and

(d) displaying the composed scenes,

~~wherein the received audiovisual/video objects and composition information for the objects comprises encoded data objects having a high level structure of visual content and step (a) further comprises receiving such encoded data objects in a data bit stream.~~

2. (original) The method of claim 1, further comprising, in addition to storing the one of the objects, storing expiration time data for the one of the objects.

3. (original) The method of claim 1, with at least one of the objects being received from a network connection.

4. (original) The method of claim 1, with at least one of the objects being received from local memory.

5.   (original) The method of claim 1, with at least one of the objects being received from local memory and at least one other of the objects being received from a network connection, and with the composed scenes comprising the one and the other of the objects.

6.   (original) The method of claim 1, further comprising responding to interactive user input.

7.   (original) The method of claim 6, wherein responding comprises at least one of selecting, enabling and disenabling one of the objects.

8.   (Currently amended) Apparatus for displaying object-based audiovisual/video data, comprising,

(a) a controller circuit for controlling acquisition over time of <u>streaming data including</u> a plurality of audio visual/video objects and composition information for the objects ~~,wherein the acquisition over time comprises receiving encoded data objects having a high level structure of visual content and further comprises receiving such encoded data objects in a data bit stream~~;

(b) a cache memory for storing at least one of the objects;

(c) a composer circuit, coupled to the cache memory, for <u>processing the composition information acquired in the streaming data to compose</u> ~~composing~~ scenes from said video objects including the one of the objects stored in the cache memory; and

(d) a display for the composed scene<u>s</u>.

9.   (Currently amended) Apparatus for displaying object-based audiovisual/video data, comprising a processor which is instructed for:

(a) controlling acquisition over time of streaming data including a plurality of audio-visual/video objects and composition information for the objects

~~, wherein the acquisition over time comprises receiving encoded data objects having a high-level structure of visual content and further comprises receiving such encoded data objects in a data bit stream~~;

(b) storing in a cache memory at least one of the objects;

(c) processing the composition information acquired in the streaming data to compose ~~composing~~ scenes from said video objects including the one of the objects stored in the cache memory; and

(d) displaying the composed scenes.

10.   (Currently amended) Apparatus for displaying object-based audiovisual/video data, comprising:

(a) means for controlling acquisition over time of streaming data including a plurality of audio-visual/video objects and composition information for the objects

~~, wherein the acquisition over time comprises receiving encoded data objects having a high-level structure of visual content and further comprises receiving such encoded data objects in a data bit stream~~;

(b) means for storing in a cache memory at least one of the objects;

(c) means, coupled to the cache memory, for <u>processing the composition</u>

<u>information acquired in the streaming data to compose</u> ~~composing~~ scenes from said video objects

including the one of the objects stored in the cache memory; and

(d) means for displaying the scene<u>s</u>.